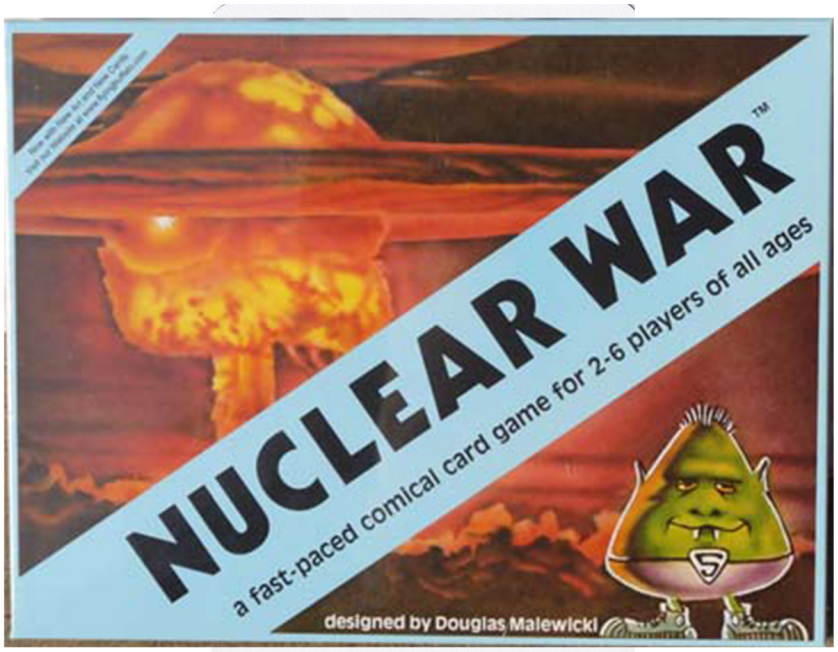
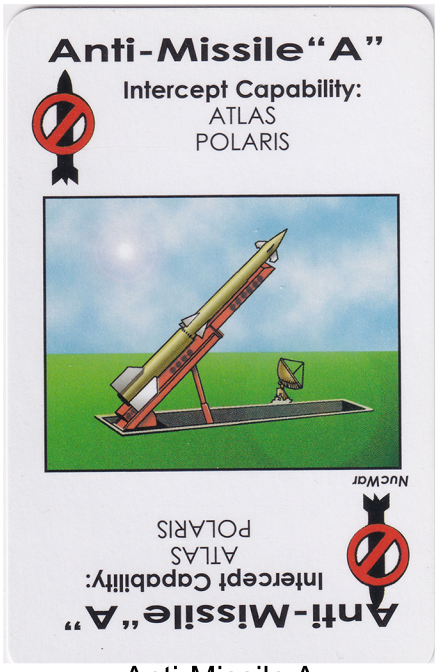
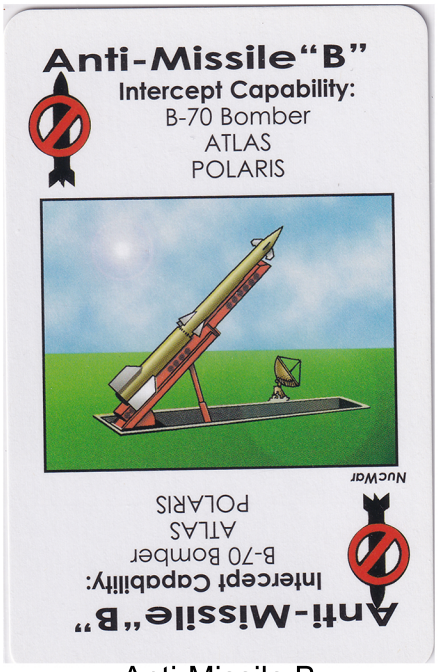


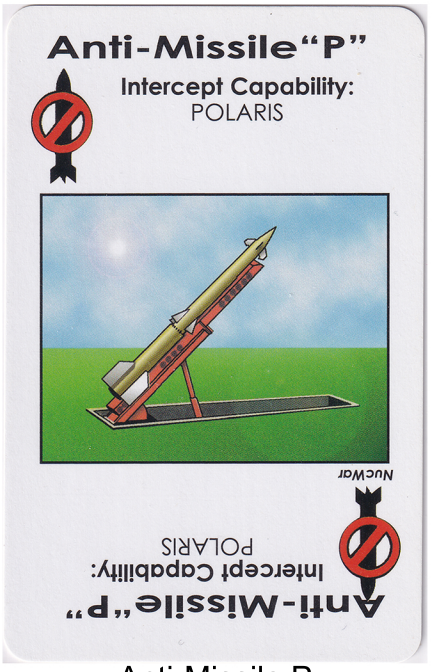
Nuclear War Fourth EditionBox



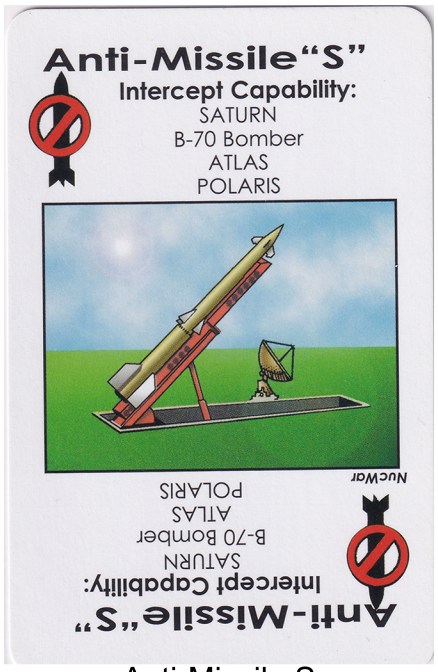
Anti-Missile A



Anti-Missile B

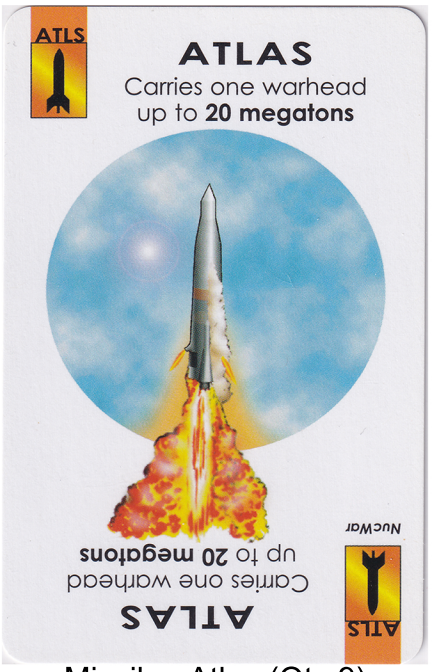


Anti-Missile P

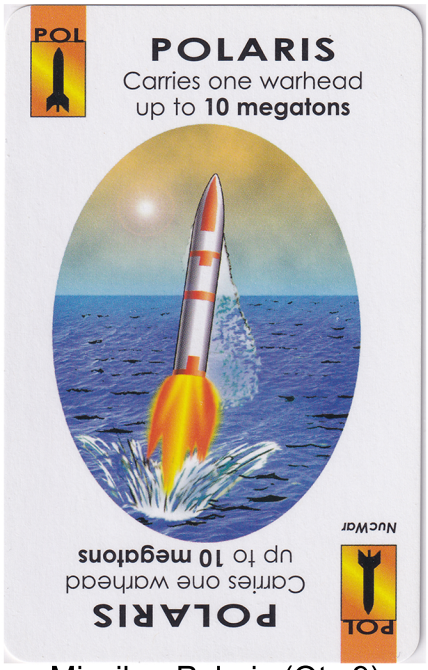


Anti-Missile S

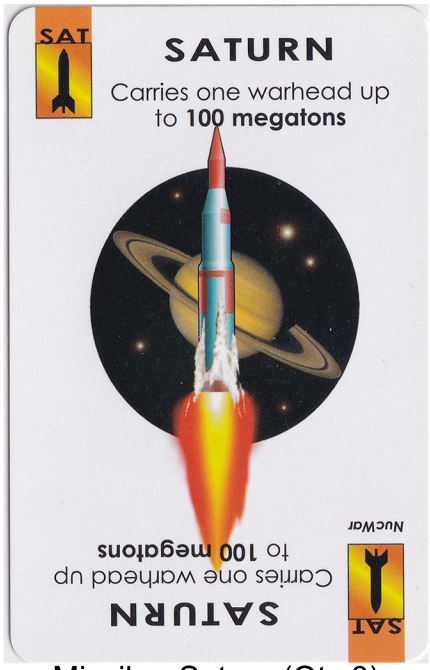
B-70 Bomber (Qty 6)



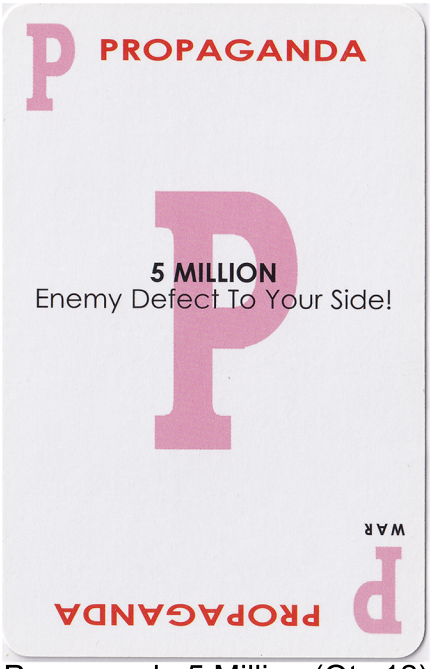
Missile - Atlas (Qty 9)



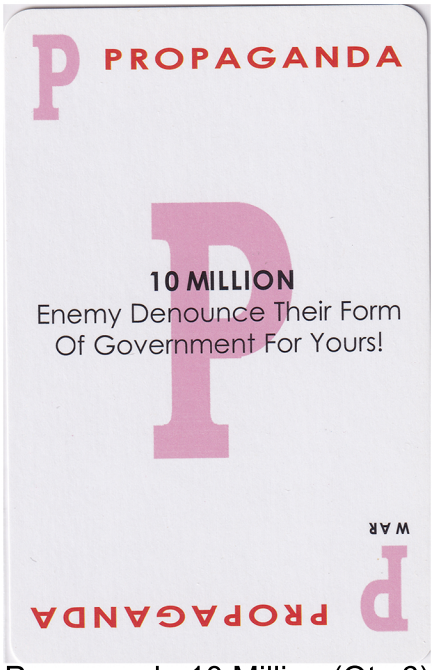
Missile - Polaris (Qty 9)



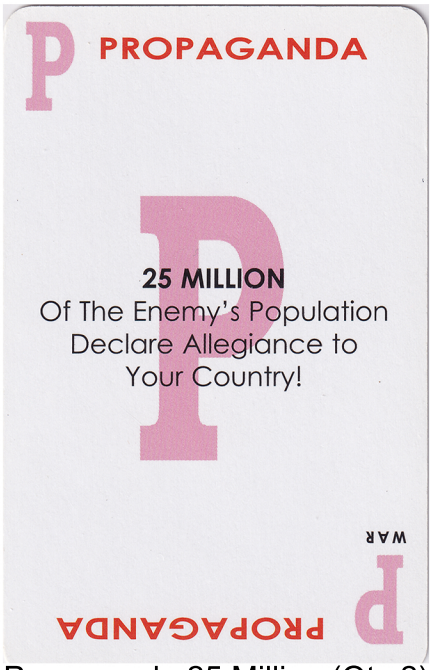
Missile - Saturn (Qty 3)



Propaganda 5 Million (Qty 12)



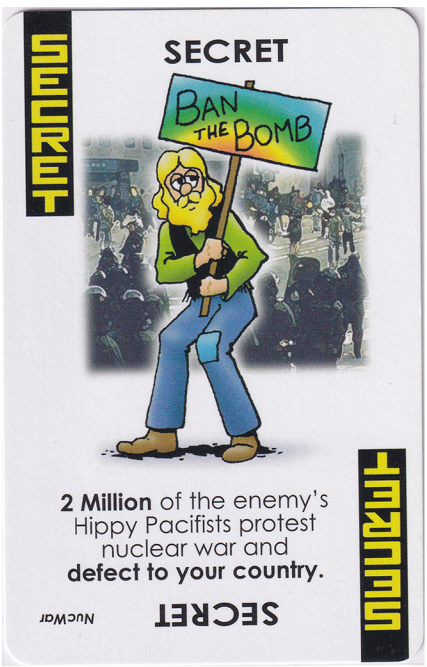
Propaganda 10 Million (Qty 6)



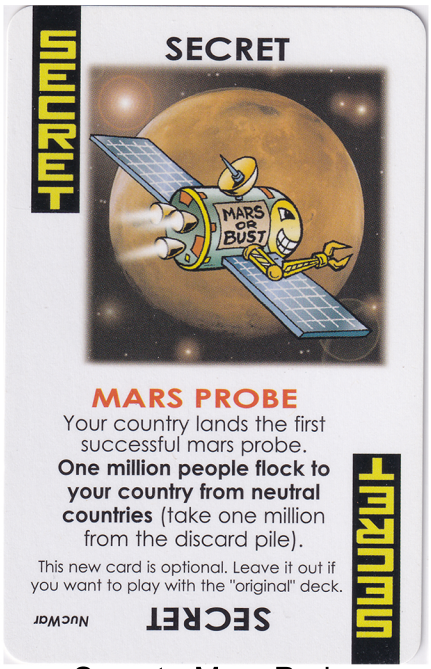
Propaganda 25 Million (Qty 2)

SECRET
SECRET
Enemy ambassador gets drunk at UN Party!
His country LOSES ONE TURN to restore diplomatic relations. NOTE: Does not apply once Nuclear War has been started.
SECRET
NucWar
SECRET

Secret - Drunk Ambassador



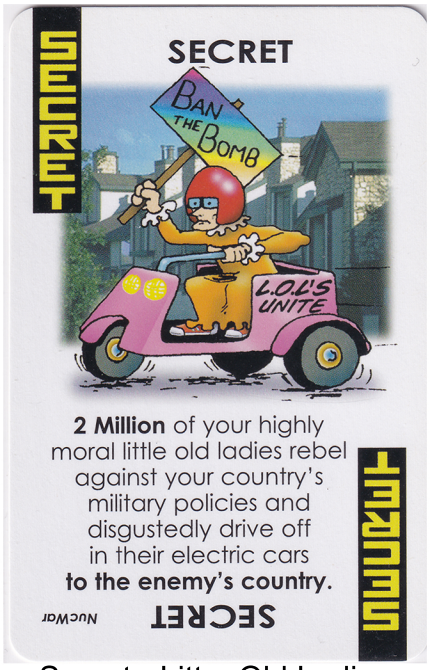
Secret - Hippy Pacifists


SECRET
SECRET
MARS OR BUST
MARS PROBE
Your country lands the first successful mars probe.
One million people flock to your country from neutral countries (take one million from the discard pile).
This new card is optional. Leave it out if you want to play with the "original" deck.
SECRET
NucWar
SECRET

Secret - Mars Probe

SECRET
SECRET
Your Cold War prestige soars due to being first on the Moon!
5 Million of the enemy defect to seek aerospace jobs in your country.
SECRET
NucWar
SECRET

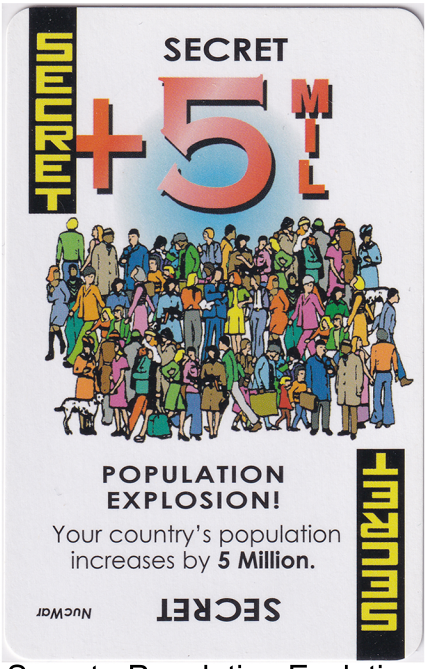
Secret - Moon Landing


SECRET
BAN THE BOMB
L.O.L.'S UNITE
2 Million of your highly moral little old ladies rebel against your country's military policies and disgustedly drive off in their electric cars to the enemy's country.
SECRET
NUCWAR
TREMENS

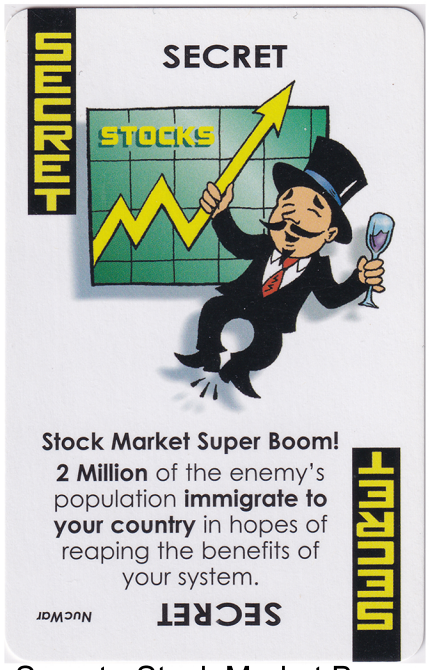
Secret - Litt;e Old Ladies

SECRET
Peace Corps Reduce Cold War Tensions
2 Million of the enemy's people leave their homeland to join your form of superior government.
NOTE: Does not apply once nuclear war has started.
SECRET
NUCWAR
TREMENS

Secret - Peace Corps



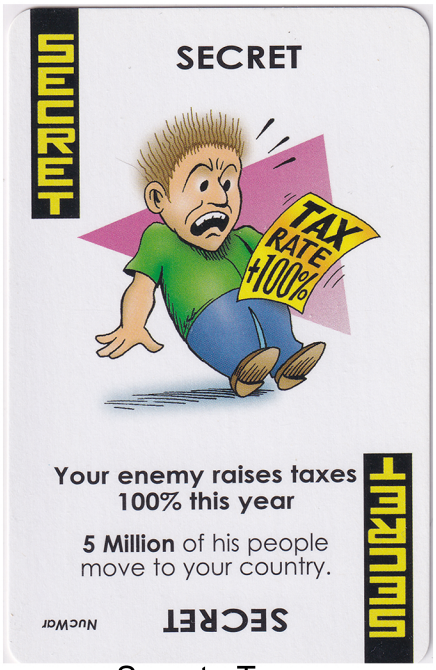
Secret - Population Explotion


SECRET
STOCKS
Stock Market Super Boom!
2 Million of the enemy's population immigrate to your country in hopes of reaping the benefits of your system.
SECRET
NUCWAR
TREMENS

Secret - Stock Market Boom

SECRET
Summit Talks
You have tricked the enemy into an ineffective but time-consuming Summit Talk. His wasted efforts result in the LOSS OF ONE TURN.
SECRET
NUCWAR
TREMENS

Secret - Summit Talk

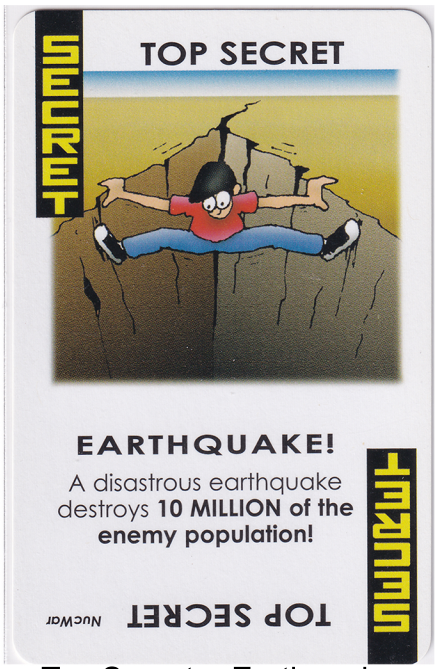


Secret - Taxes

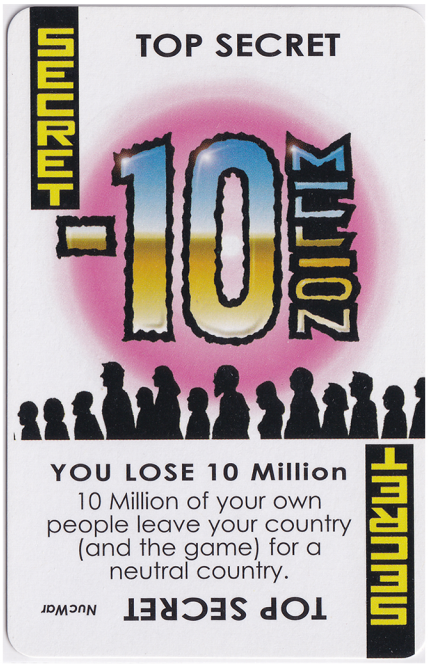
Secret - Test Ban

SPECIAL
R
ADVANCED RECYCLING
Your superior technology gives you an extra carrier or warhead of your choice. Pick one used carrier or warhead from the discard pile and add it to your hand.
(save until needed)
This new card is optional. Leave it out if you want to play with the "original" deck.
SPECIAL
NUCWAR

Special - Advanced Recyceling

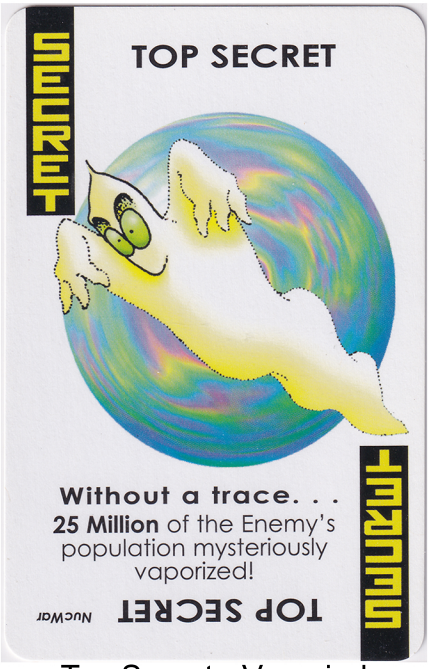


Top Secret - Earthquake


TOP SECRET
SECRET
-10 MILLION
YOU LOSE 10 Million
10 Million of your own people leave your country (and the game) for a neutral country.
TOP SECRET NucWar
SECRET
Top Secret - Lose 10 Million

TOP SECRET
SECRET
"Super Germ," the result of a blunder in your enemy's germ warfare experiments, destroys 25 MILLION of his own people.
TOP SECRET NucWar
SECRET
Top Secret - Super Germ

TOP SECRET
SECRET
"It's a twister!"
A violent tornado results in a loss of 10 MILLION to your own population.
TOP SECRET NucWar
SECRET
Top Secret - Twister



Top Secret - Vaporied

Warhead 10 Megatons (Qty 19)

Warhead 20 Megatons (Qty 10)

Warhead 50 Megatons (Qty 4)

Warhead 100 Megatons

The Fourth Edition had all new artwork, except the 10 Megaton Warhead. It also sported the new standardized format that would carry across the reprinted expansions.

2 New cards were added to this edition as well due to being included in the fourth edition warhead deck. These cards are *Mars Probe* and *Advanced Recycling*. They were also part of the warheads only deck that could be purchased on the website.

The Secret card *Beatnik Pacifists* was renamed to *Hippy Pacifists*.